

$$ContextLength = C = 3$$

$$PreviousLayerSize = LS_{i-1}$$

$$CurrentLayerSize = LS_i$$

$$LayerInputSize = LIS = LS_{i-1} + (LS_i * C)$$

$$LayerOutputSize = LOS = LS_i$$

$$LayerWeightSize = LWS = LIS * LOS$$